INDIANA JONES

AND THE EMPEROR'S TOMB™

The original raider returns – Indiana Jones. Legendary adventurer. Daring rogue. And the most butt-kicking archeologist the world has ever seen. Punch, whip and kick your way through Nazis, assassins, mystical warriors and the Asian underworld, and see if you have what it takes to unearth the Heart of the Dragon.

9 out of 10
Editor's Choice
-OXM

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XBOX™

LIVE ONLINE ENABLED

LucasArts Entertainment Company Presents

STAR WARS®
—— THE ——
CLONE WARS™

TEEN
T
CONTENT RATED BY
ESRB

About Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms including: lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by:
- sitting farther from the television screen,
- using a smaller television screen,
- playing in a well-lit room, and
- not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

Avoid Damage to Your Television

Do not use with certain televisions. Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of game play may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be safely played on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played on your set.

Other Important Health and Safety Information

The Xbox video game system documentation contains important safety and health information that you should read and understand before using this software.

TABLE OF CONTENTS

Connect to Xbox *Live*

Important! Before using this product, read the Xbox Instruction Manual for important safety information and health warnings.

Step 1: Connect

To connect your Xbox console directly to broadband, see diagram A. Or, to share your broadband connection with a PC, see diagram B.

For more details and other home networking options, including Internet connection sharing, see **www.xbox.com/live.**

A. Direct Connection

Cable or DSL modem

Ethernet cable (RJ-45)

B. Shared Connection

Cable or DSL modem

PC

Cable/DSL router

WAN/Uplink LAN Ports

Ethernet cable (RJ-45)
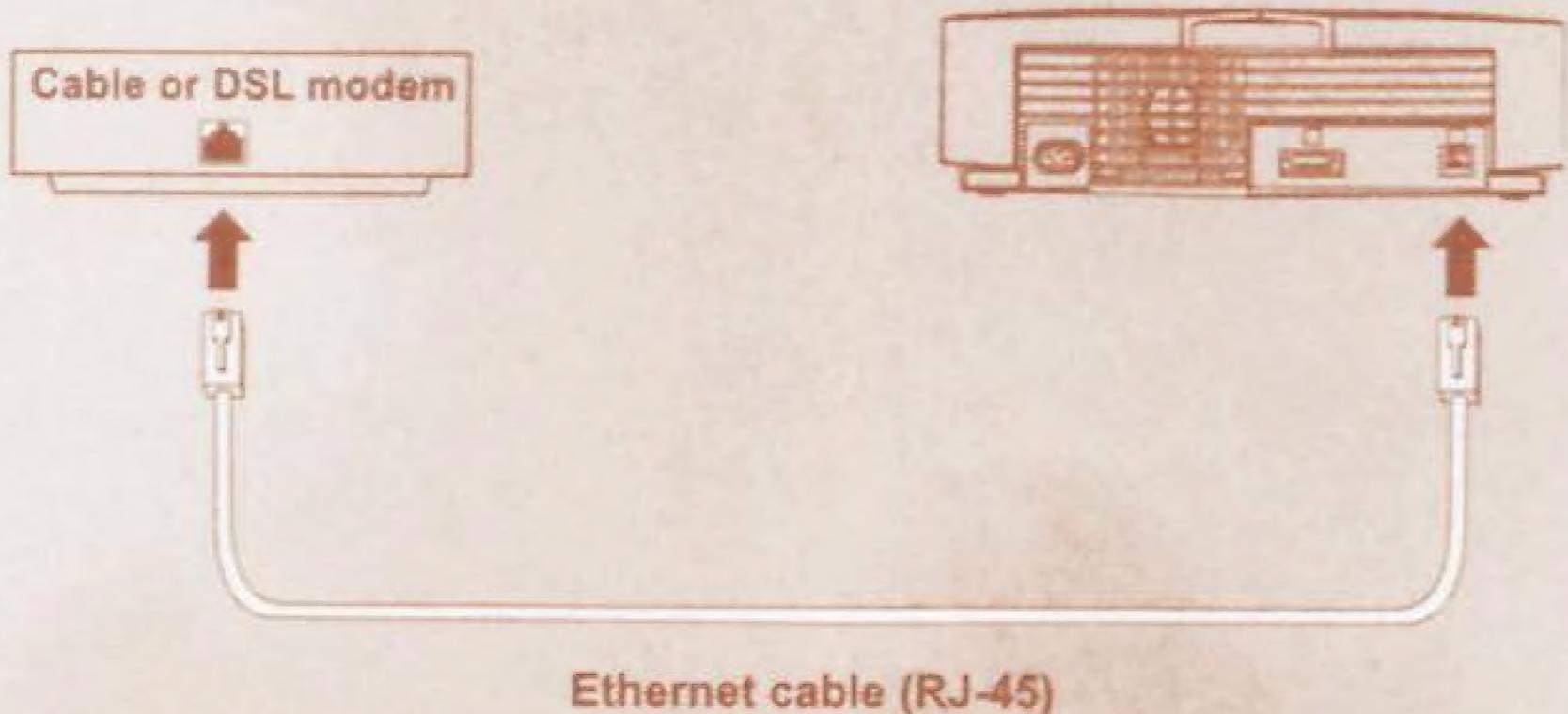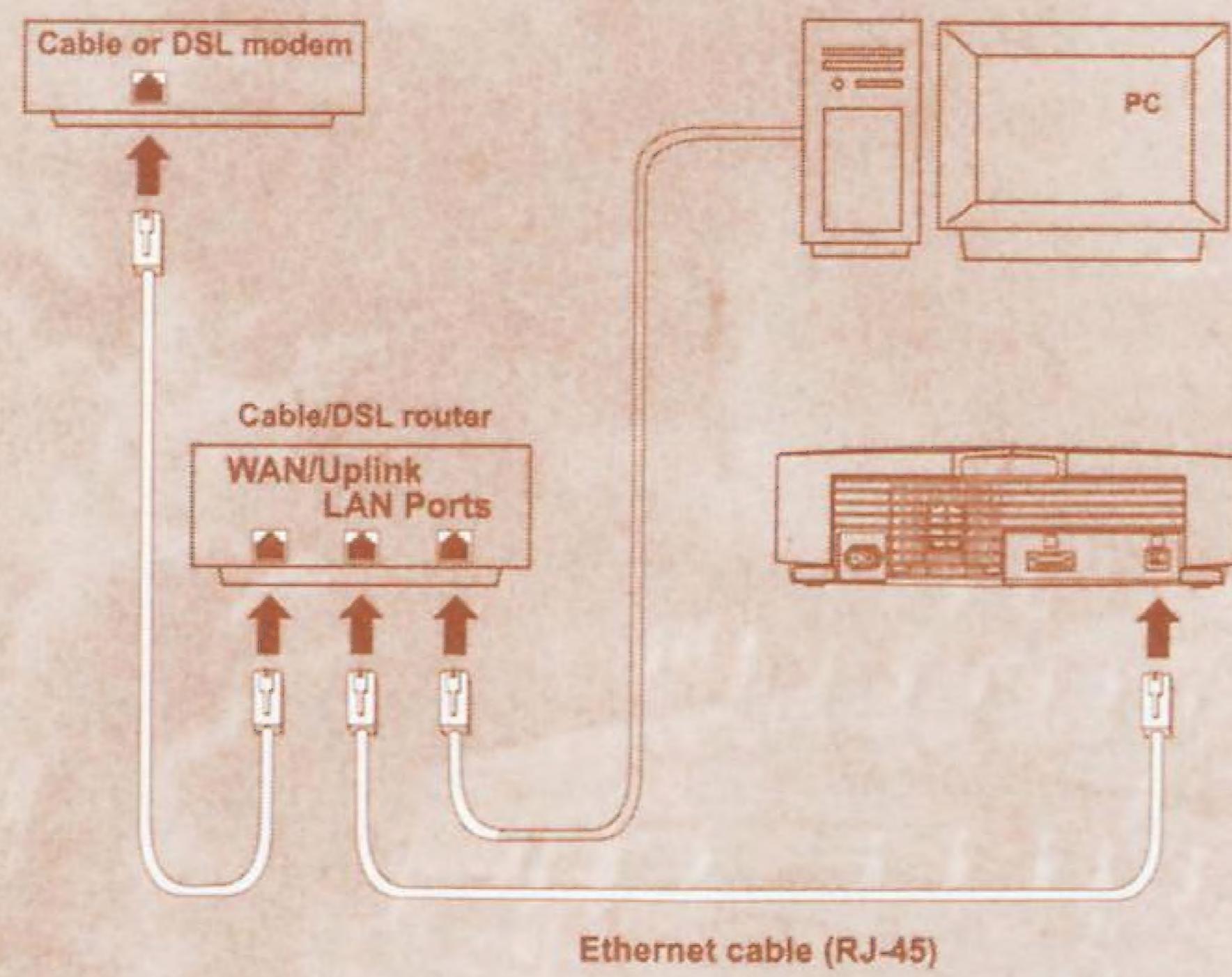
Step 2: Go *Live*

Important! Xbox *Live*™ is a subscription service. You will need a subscription code to set up an Xbox *Live* account and play online. To find out how to get a subscription code, visit your local retailer or see **www.xbox.com/live.**

You'll need to set up an Xbox *Live* account to play games online. Here's how:

1. Insert an Xbox *Live* Starter Kit disc or game disc into the disc tray. Check game packaging to see if the game supports Xbox *Live* play.

2. From within the game, select the option for Xbox *Live*.

At this point, the Xbox console will try to go online. If it works, create your Xbox *Live* account by following the instructions on screen and entering your subscription code when prompted.

If the Xbox console can't go online automatically, you'll get an error message. Go on to Step 3.

Step 3: Configure (if necessary)

If you can't go online automatically, use Network Setup in the Xbox Dashboard to enter some network settings. You may need to enter information such as a host name, a MAC address, or an ISP user name and password. Contact your broadband service provider if you don't have this information. Once you have the information, enter it in the Xbox Dashboard.

Need more help?

Should you have any problems connecting to the Xbox *Live* service, do not attempt to take apart, service, or modify the Xbox console or peripherals in any way. Doing so could present the risk of serious injury or death from electric shock or fire and will also void your warranty. For additional assistance see **www.xbox.com/live** or call the Customer Support number:

- United States and Canada: 1-800-4MY-XBOX (1-800-469-9269)

- TTY users (requires special equipment for hard of hearing): United States and Canada: 1-866-740-9269 or 1-425-635-7102

GETTING STARTED
USING THE XBOX™ VIDEO GAME SYSTEM

1. Set up your Xbox™ video game system by following the instructions in the Xbox Instruction Manual.
2. Press the power button and the status indicator light will light up.
3. Press the eject button and the disc tray will open.
4. Place the *Star Wars*®: **The Clone War**s™ disc on the disc tray with the label facing up and close the disc tray.
5. Follow on-screen instructions and refer to this manual for more information about playing *Star Wars*: **The Clone War**s.

Disc tray

XBOX

Microsoft

Controller port 1
Controller port 2
Eject button
Power button
Controller port 4
Controller port 3
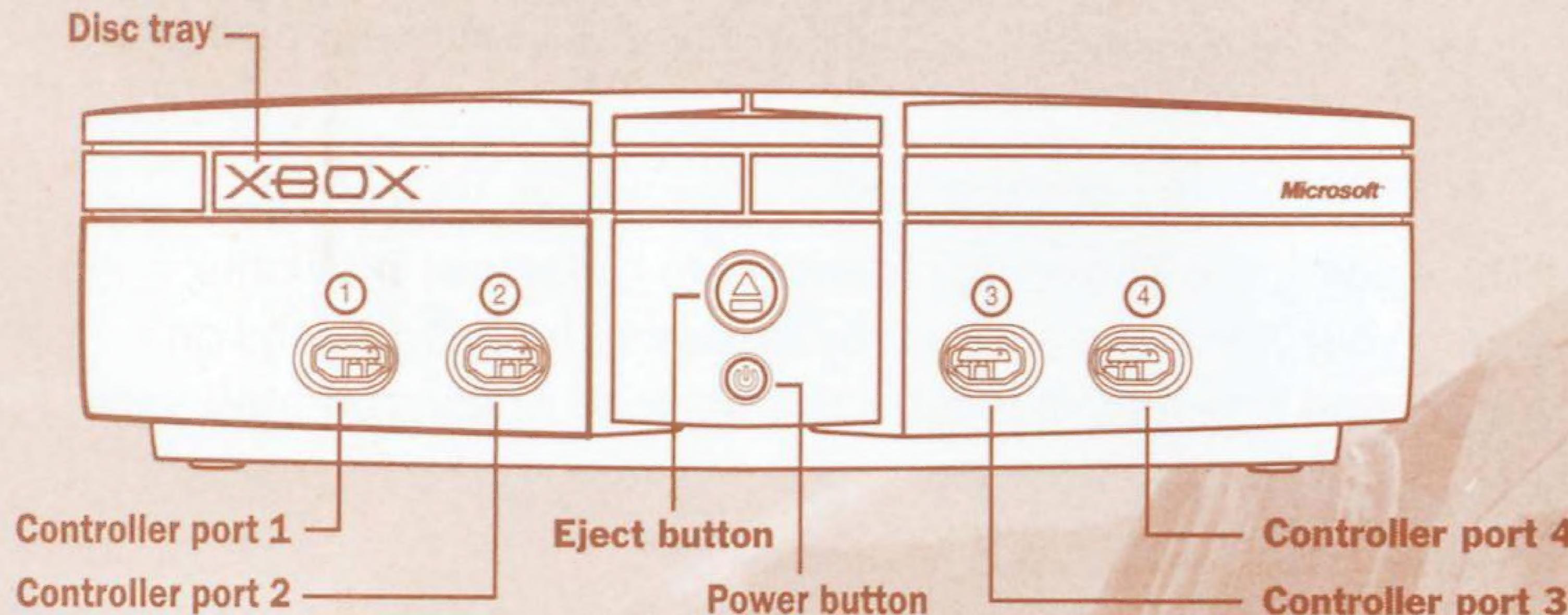
AVOIDING DAMAGE TO DISCS OR THE DISC DRIVE
To avoid damage to discs or the disc drive:

- Insert only Xbox-compatible discs into the disc drive.
- Never use oddly shaped discs, such as star-shaped or heart-shaped discs.
- Do not leave a disc in the Xbox console for extended periods when not in use.
- Do not move the Xbox console while the power is on and a disc is inserted.
- Do not apply labels, stickers, or other foreign objects to discs.

DEFAULT CONTROLS
USING THE XBOX™ CONTROLLER

1. Insert the Xbox Controller into any controller port of the Xbox console.
2. Use the hard disk if you wish to save your progress.
3. Follow on-screen instructions and refer to this manual for more information about using the Xbox Controller to play *Star Wars*: **The Clone War**s.

Expansion slot A
Expansion slot B
Right trigger
Left trigger

Left thumbstick
XBOX
Y button
X button
B button
A button
BACK button
START button
Black button
White button
Directional pad
Right thumbstick
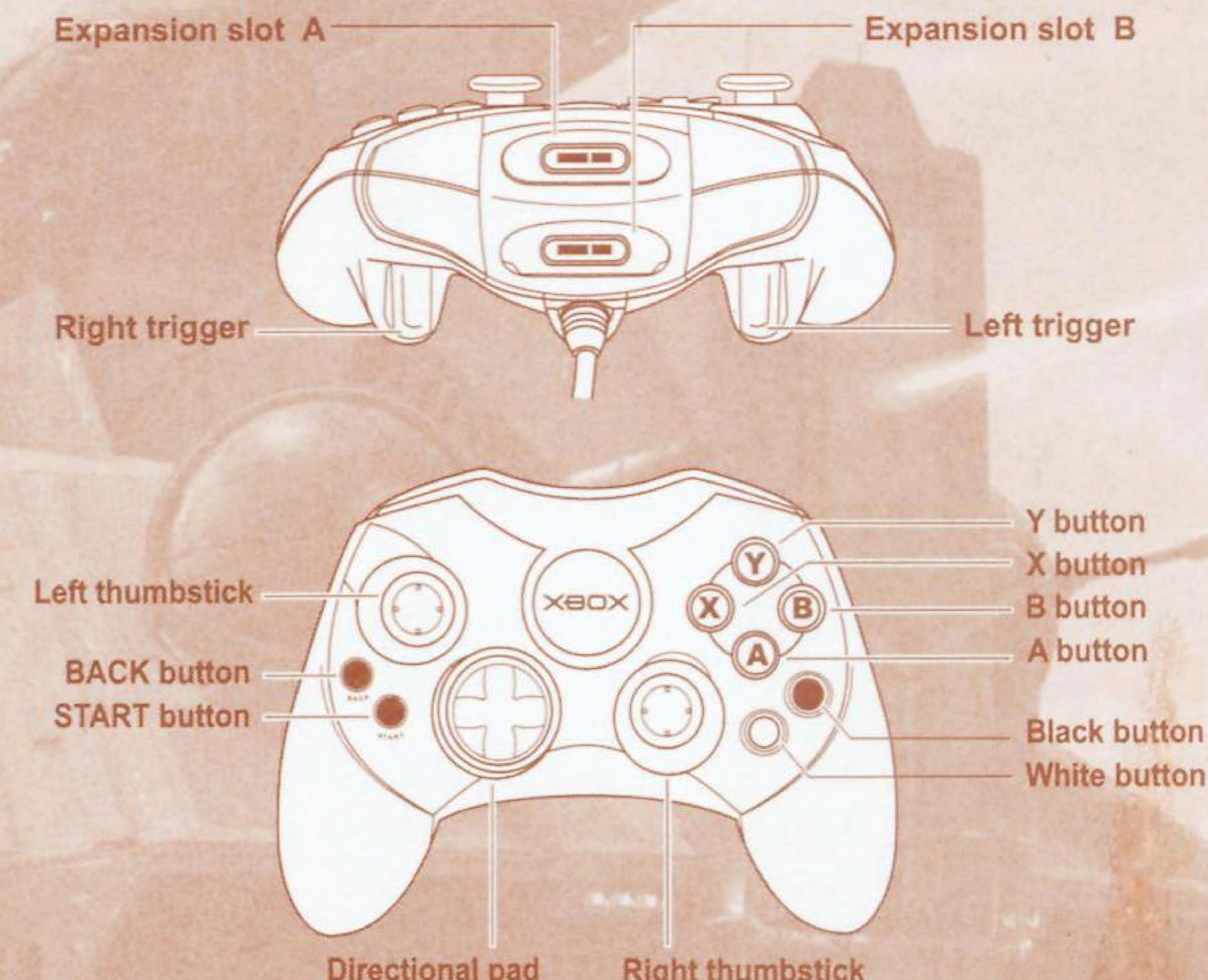
LEFT THUMBSTICK: **Thrust/Steer:** Controls vehicle movement and turning. The control is pressure-sensitive so the farther you push the control, the faster you move.

RIGHT THUMBSTICK: Rotates camera around player vehicle.

DIRECTIONAL PAD: **Squad Commands:**
Each direction issues a different command to the player's squad.
Up: Attack player's target.
Left: Break formation and attack at will.
Right: Hold current position.
Down: Return to formation and follow player vehicle.

A BUTTON: **Primary Fire:** Press to fire your primary weapon.

X BUTTON: **Secondary Fire:** Press to fire your secondary weapon.
Tank/ Gunship: Missiles
Assault Walker: Proton mortar
Maru: Energy bombs
AAT: Cannon

B BUTTON:	**Special Abilities:** These abilities vary for different vehicles.
	Tank, Speeder Bike and STAP: Turbo boost.
	Gunship: Composite beam lasers.
	Jedi: Force Push.
	Assault Walker: Plasma shields.
	Maru: Seismic pulse emitter.
Y BUTTON:	**Zoom:** Press to enter zoom view. Press again to exit zoom view.
WHITE BUTTON:	**Camera:** Press to toggle between first–person and third–person views.
LEFT TRIGGER:	**Tank, Speeder Bike, STAP, Maru, Jedi and AAT Controls:** Strafe left (move laterally to the left).
	Walker Controls: Turn walker turret left.
	Gunship Controls: Gunship slows down to its minimum speed.
RIGHT TRIGGER:	**Tank, Speeder Bike, STAP, Maru, Jedi and AAT Controls:** Strafe right (move laterally to the right).
	Walker Controls: Turn walker turret right.
	Gunship Controls: Gunship speeds up to its maximum speed.
START BUTTON:	Pause Menu or skip cutscene

PREPARING TO PLAY

Upon starting *Star Wars*: **The Clone Wars**, the game's Title screen will appear. Press the START button to enter the Player Profile screen.

SELECTING OR CREATING A PLAYER PROFILE

If you haven't previously played *Star Wars*: **The Clone Wars**, you will need to create a player profile to save your game.

Star Wars: **The Clone Wars** has room for five player profiles, all of which take up 20 blocks of memory, that can be saved on your Xbox hard drive. Press the A button to set up your first saved game/player profile. If you have previously played *Star Wars*: **The Clone Wars**, you can move between player profiles by pressing ↑ and ↓ on the left thumbstick or the directional pad, and then pressing the A button to select the player profile you want to play. Player profiles in *Star Wars*: **The Clone Wars** record your mission progress, as well as your bonus points.

If you are starting a new player profile, you can enter a name (up to 11 characters) for your profile or choose the default name. To enter a name, press the left thumbstick or the directional pad ←, →, ↑ and ↓ to choose the letters or numbers, and then press the A button to insert the letter or number. If you make a mistake, select DELETE to erase the last character selected. After entering a name, select OK to proceed and BACK to cancel.

NOTE: Players can also use the directional pad to move the cursor in all menu screens.

ERASING A SAVED PLAYER PROFILE

If you choose to delete a player profile, you can do this from the Player Profile screen. Move the left thumbstick or the directional pad ↑ or ↓ to select the profile you want to delete. Then press the A button to delete. Confirm that you want to delete the profile by selecting YES and pressing the B button.

MAIN MENU SCREEN

When you enter the Main Menu screen, you will have four choices: CAMPAIGN, SPLITSCREEN MULTIPLAYER, PLAY ONLINE and OPTIONS. Press the left thumbstick or directional pad ←, →, ↑ and ↓ to highlight the desired choice, and then press the A button to confirm your selection.
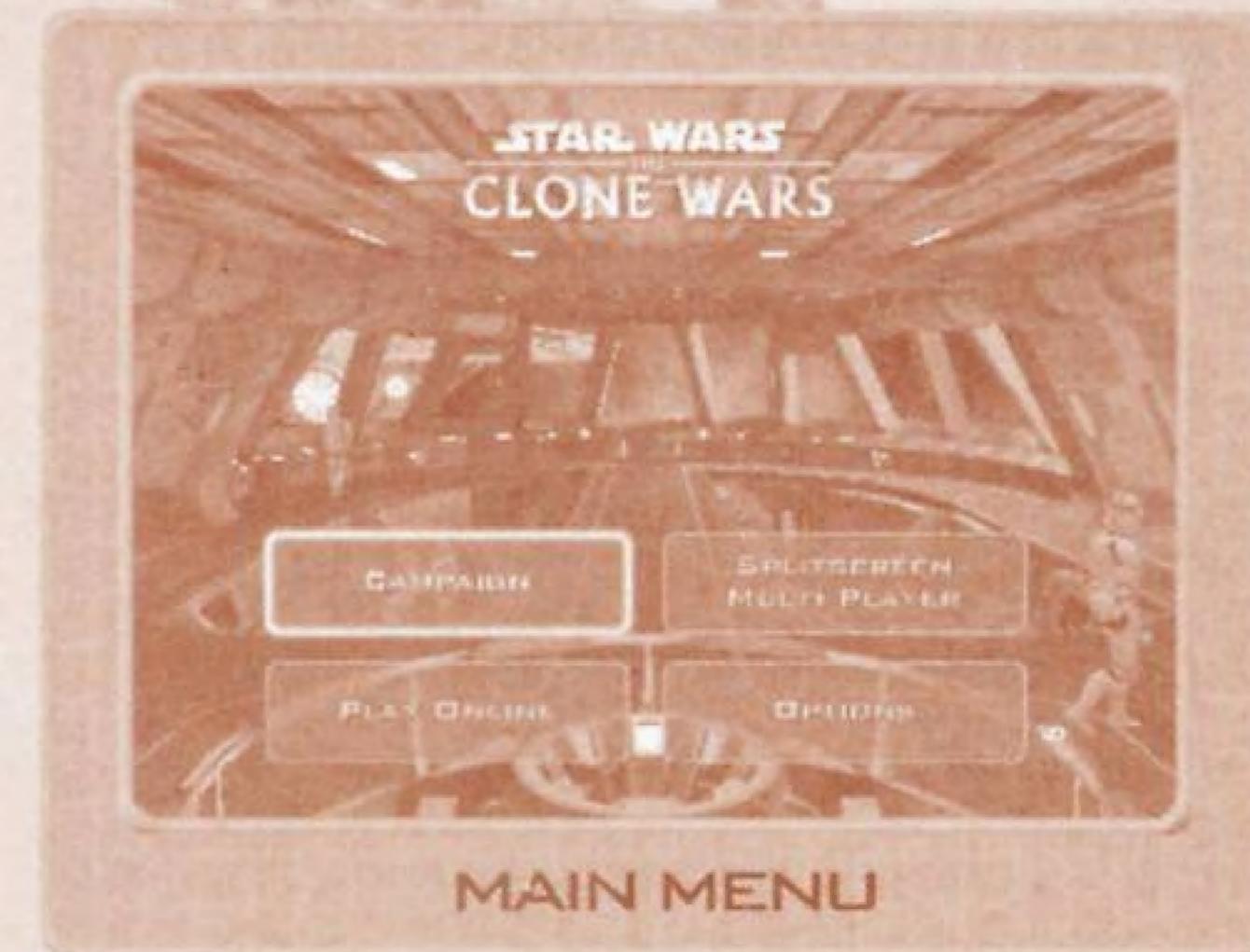
MAIN MENU

CAMPAIGN SELECTION SCREEN

After selecting Campaign from the Main Menu, you will move to a holographic map of the *Star Wars* galaxy that shows you which missions are available to play. When you first start the game, the only mission available will be Geonosis: The Rescue Begins. *Star Wars*: **The Clone Wars** requires that you complete missions in order before moving to the next. Once you've completed one or more missions, you will be able to scroll through the available missions by pressing ← or → on the left thumbstick or the directional pad to see the number of bonus objectives completed for this mission. Also, you can replay any missions that you have already completed. For more information, see Bonus Points on page 15. **NOTE:** After completing a mission, your progress is automatically saved.

CAMPAIGN SELECTION SCREEN

Once you have found the mission that you want to play, press the A button to select it. Choose the difficulty level of the mission. Padawan is easiest, Jedi Knight is normal difficulty and Jedi Master is the hardest. Press the A button again to start the mission.

SPLITSCREEN MULTIPLAYER SELECTION SCREEN

After selecting Splitscreen Multiplayer on the Main Menu, you'll see the Splitscreen Multiplayer selection screen. Press the left thumbstick or directional pad ← or → to scroll through the available multiplayer levels, and then press the A button to confirm your selection. After choosing a level, press the left thumbstick or directional pad ←, →, ↑ and ↓ to cycle through and set the various gameplay options, such as Score Limit and Time Limit, and then press the A button to proceed to the Launch area. Press the A button again to start the multiplayer contest. **NOTE:** You can return to a previous option selection at any time by pressing the B button or the BACK button.

PLAY ONLINE

Selecting Play Online from the Main Menu enables you to battle against other players online. From the Play Online selection screen, press the left thumbstick or the directional pad ↑ or ↓ to highlight the desired option, and then press the A button to confirm your choice.

Xbox *Live*

This menu allows you to access the following options:

QUICK MATCH: Select the type of game you want to play (Conquest, Duel, Academy or Control Zone) without specifying any gameplay options.

OPTI–MATCH: Select the type of game you want to play (Conquest, Duel, Academy or Control Zone) with specific gameplay options.

CREATE: Host your own online contest where you specify all the gameplay options.

FRIENDS: Instantly see all the friends that are included on your list who are currently online.

RECENT PLAYERS: See a list of the last 10 people who you have recently been in a game session with online.

DOWNLOAD NEW MAPS: Allows you to download new level maps from Xbox *Live*.

ONLINE OPTIONS: Set specific options such as voice masking and whether you want to appear online or offline.

LEADERBOARD: Lets you view the leaderboard to see how you rank compared to other players.

SIGN OUT: Disconnect from Xbox *Live*.

Systems Link

This menu enables you to access the following options:

SEARCH: Look for System Link contests without specifying any gameplay options.

CREATE: Host your own System Link contest where you select all the gameplay options.

BACK: Go back to the previous screen.

Back

Select this option to go back to the Main Menu screen.

OPTIONS SELECTION SCREEN

Selecting Options from the Main Menu allows you to customize various aspects of *Star Wars:* **The Clone Wars**. Use the left thumbstick or the directional pad to select Options from the Main Menu and press the A button to bring up the following options menus.

Game Options

To further enhance your experience while playing *Star Wars:* **The Clone Wars**, you can customize the following gameplay details.

OPTION SELECTION SCREEN
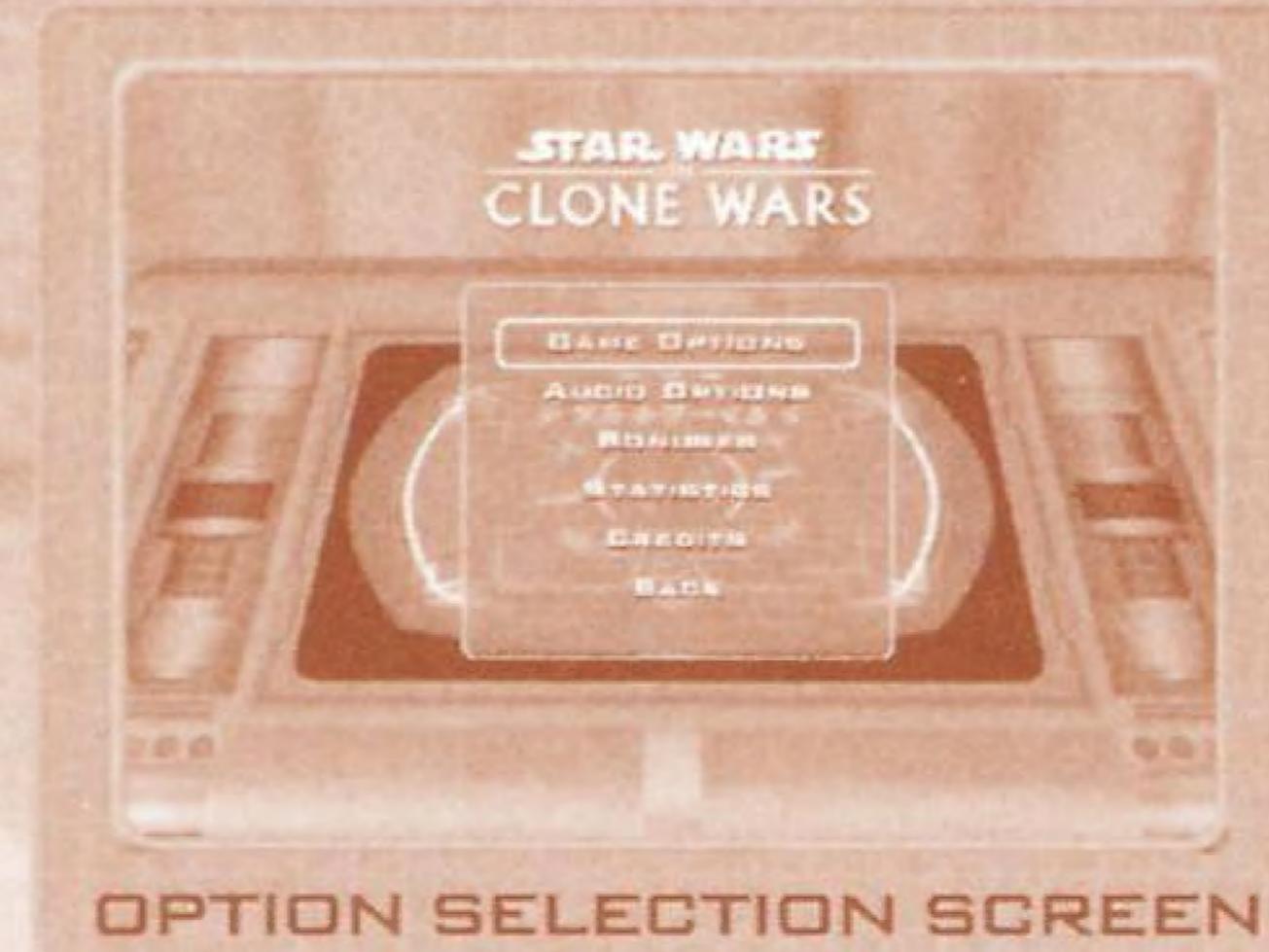
CAMERA 1ST PERSON/3RD PERSON: Allows you to toggle between first-person and third-person view.

VIBRATION ON/OFF: You can turn on and off the vibration feature on your Xbox controller.

CROSS HAIR ON/OFF: This option allows you to toggle on and off the cross hair that helps you aim at your enemies.

RESET OPTIONS: Select this option to return to the original settings on all game options.

BACK: This takes you back to the Options Selection screen.

Audio Options

You can customize the audio experience as well with the following options:

MUSIC VOLUME: Select this option to adjust the music volume that plays during the game and in the menu system.

SOUND EFFECTS VOLUME: Manipulate the volume of the game's sound effects.

SPEECH VOLUME: Adjust the volume of the speech you hear throughout the game.

MODE SURROUND/STEREO/MONO: Toggle between the sound modes using the left thumbstick or the directional pad.

RESET OPTIONS: Select this option to return to the original settings on all sound options.

BACK: This takes you back to the Options Selection screen.

Bonuses

This menu allows you to access the various extra materials you may open as you play through the game.

MOVIES: Select this option to scroll through all of the cutscenes for completed missions and LucasArts game previews.

BONUS MATERIALS: This option allows you to view all of the various bonuses unlocked throughout your progress in the game. See Bonus Points on page 15 for further details.

CODES: If you have a special code for *Star Wars: The Clone Wars*, this is where you enter it. Press ← or → and ↑ and ↓ on the left thumbstick or the directional pad to select a letter or number. Press the A button to insert a letter and press the B button, BACK button or DELETE to erase letters. When you're finished entering the code, select the OK option to enter it. If you have entered a correct code, you will hear a confirmation sound.

BACK: This takes you back to the Options Selection screen.

Credits

View the credits for all the people who produced *Star Wars:* **The Clone Wars**.

Back

This option will take you back to the Main Menu.

PAUSE MENU SCREEN

OBJECTIVES: This section lists your mission-critical objectives. If you don't succeed in the objectives, you will fail the mission.

BONUS OBJECTIVES: These are extra goals that you can achieve on every mission. They vary from mission to mission, and will unlock bonus items. You must successfully complete all mission-critical objectives in order to receive bonus points for completed bonus objectives. See Bonus Points on page 15 for more information on what you get when you achieve bonus objectives.

CONTINUE: This returns you back to the game.

OPTIONS: Change game or audio options and view statistics.

CONTROLS: View a diagram of the current control scheme.

RESTART: Begin the mission again.

QUIT: You can exit the mission at any time.


PAUSE MENU
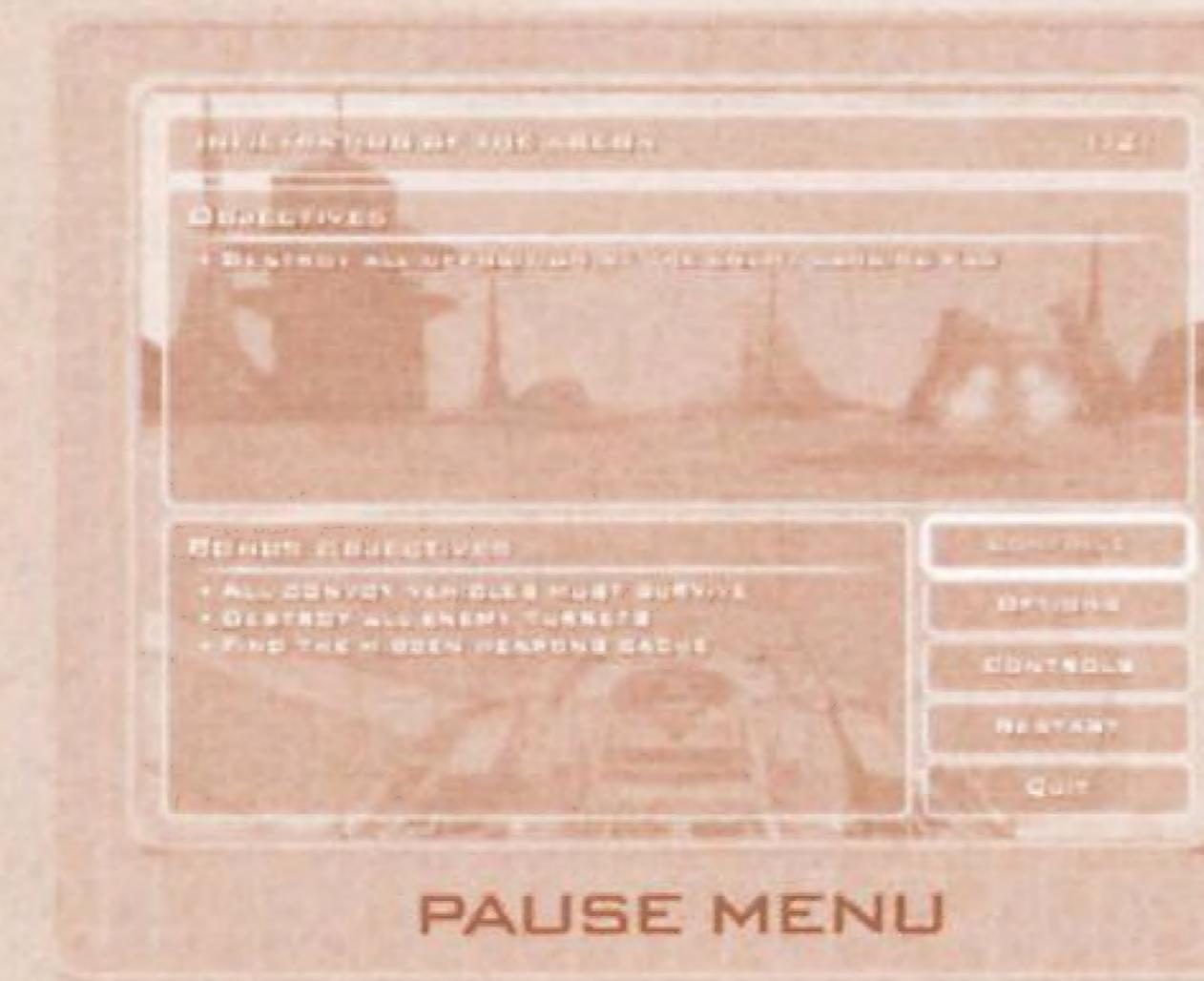
PLAYING THE GAME

You will pilot a variety of craft in *Star Wars: The Clone Wars*, but an on-screen interface remains consistent throughout the game and guides you toward your goals, as well as providing important information on the status of your character.

RADAR: This display indicates your current position (the green triangle in the center) as well as the locations of other targets and objects in a mission. Green icons are friendly units, while red icons are enemy units. Pulsing icons show mission-critical objectives that you must complete to pass a mission. These objectives can be friendly or enemy units as well as locations. The radar is also useful for finding your way through obstructions because paths between buildings or other objects are always clearly marked.

DAMAGE INDICATOR: This icon in the shape of your vehicle shows how much hull damage your vehicle has left before it is destroyed. The blue glow around the icon shows your shields. The hull of your ship is not damaged until your shields are depleted.

WEAPONS SUPPLY: The area below your Damage Indicator displays how many secondary weapons you have left to use.

IN-GAME DISPLAY

DAMAGE INDICATOR
RETICLE INFORMATION
SQUAD COMMANDS
SPECIAL ABILITY METER
WEAPONS SUPPLY
RADAR
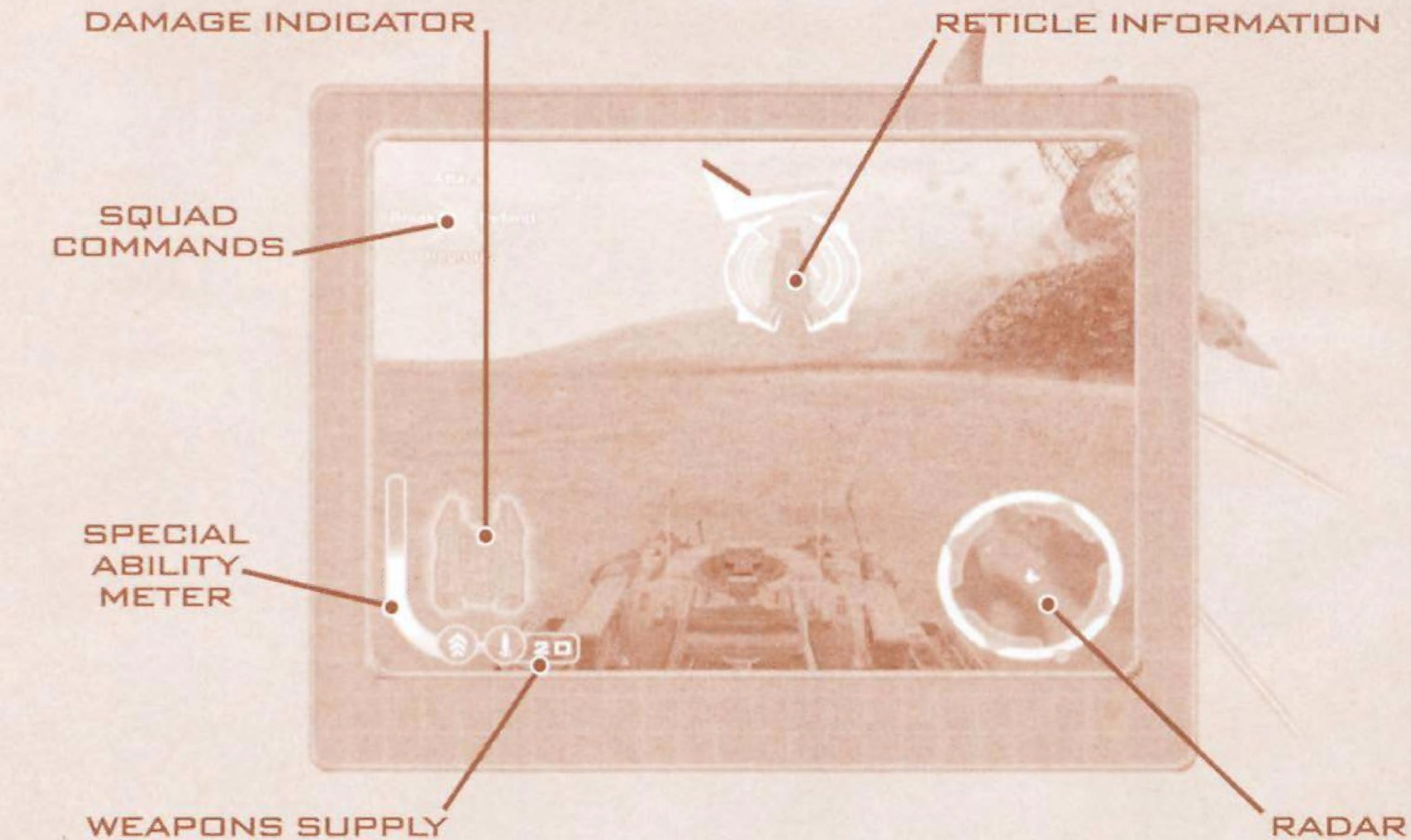
SQUAD COMMANDS: Here's where you give your supporting units orders using the directional pad.

RETICLE INFORMATION: Thin, circular lines appear around all enemy units. When you target a unit, the lines become thicker and an enemy Damage Indicator appears on the right side of the reticle. Any unit that is part of a primary objective will have an additional marking, small triangles that move in a circle, to clearly separate them from the rest of the units.

SPECIAL ABILITY METER: This bar that runs up the left side of your Damage Indicator shows how much turbo boost you have left when piloting the hover tank and the speeder bike. When in the gunship and on the maru, it tracks your special weapon. While in the walker, it indicates your special shield energy; in the AAT, it shows your secondary weapon recharging.

END-OF-CAMPAIGN SCREEN

This screen resembles the Pause Menu, listing all of the primary and bonus objectives for a mission. Objectives highlighted in green have been successfully completed, objectives in white are incomplete and red shows failed objectives. All primary objectives must be completed to pass a mission. Text will appear beneath the bonus objectives if you have unlocked any bonuses. You must go to the Bonuses Menu to see what you have unlocked.

MAIN CHARACTERS

ANAKIN SKYWALKER

A headstrong and powerful young Jedi, Anakin was discovered on the Outer Rim planet of Tatooine by Qui-Gon Jinn. Anakin was late in starting his Jedi training by the Jedi Order's standards, but he quickly excelled in many areas, as he was incredibly strong with the Force. Anakin is a very capable Jedi, but can also be unpredictable, which gives many in the Jedi Order cause for concern.
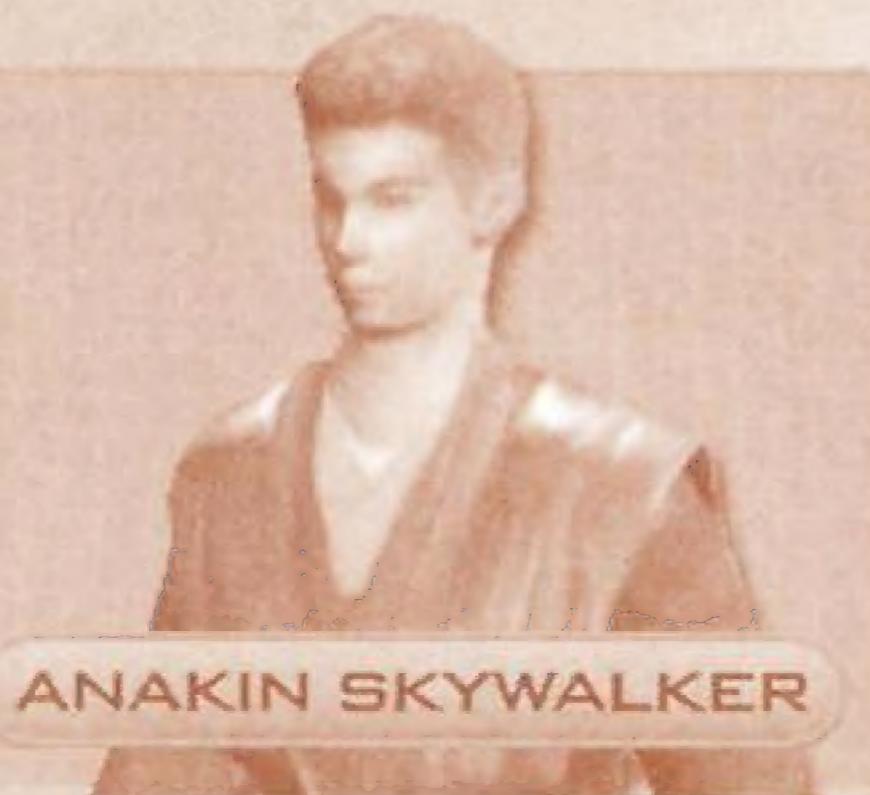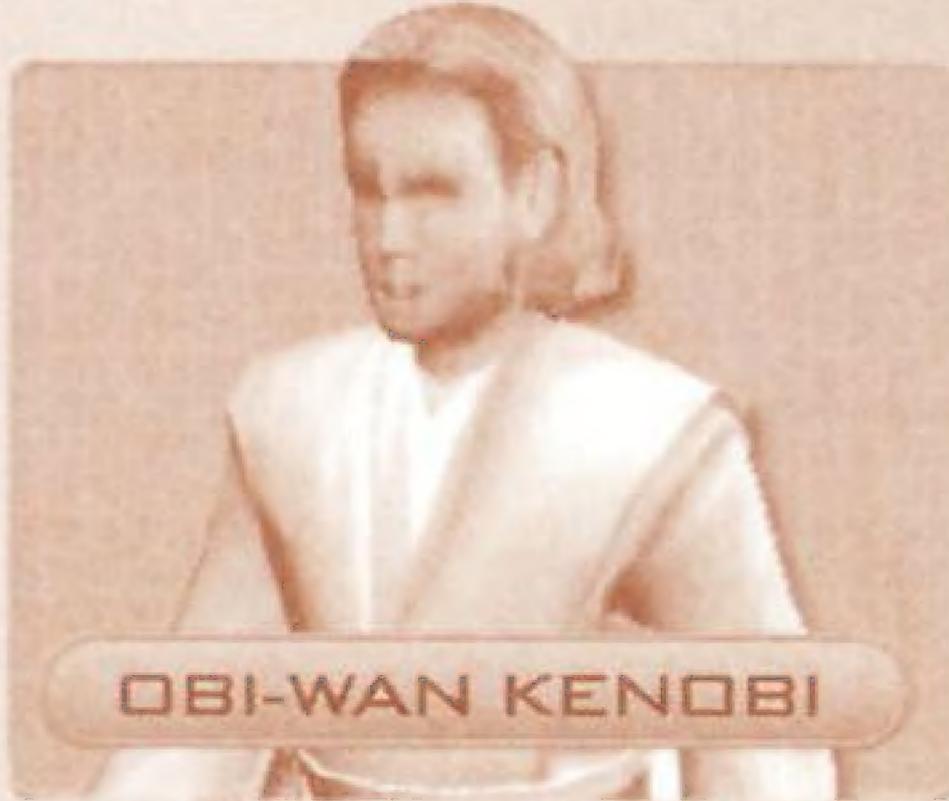
OBI-WAN KENOBI

Much like his Master Qui-Gon Jinn, Obi-Wan is an unconventional Jedi Knight, adept with a lightsaber, powerful in the Force, but possessing a unique outlook on life. Obi-Wan accepted the task of training young Anakin Skywalker, fulfilling Qui-Gon's dying wish. A cunning swordsman and a quick wit, Obi-Wan dutifully obeys his elders in the Jedi Council but often finds his own way through many of the challenges he's faced as a Jedi Knight.

MACE WINDU

Sharing the title of Senior Member of the Jedi Council with Master Yoda, Mace Windu is as well respected as any in the order. He's an amazingly powerful swordsman, nearly unrivaled in his balance of both strength and finesse. It's the combination of a cool head and the furious might of his signature purple-bladed lightsaber that makes Mace Windu the consummate Jedi Master.
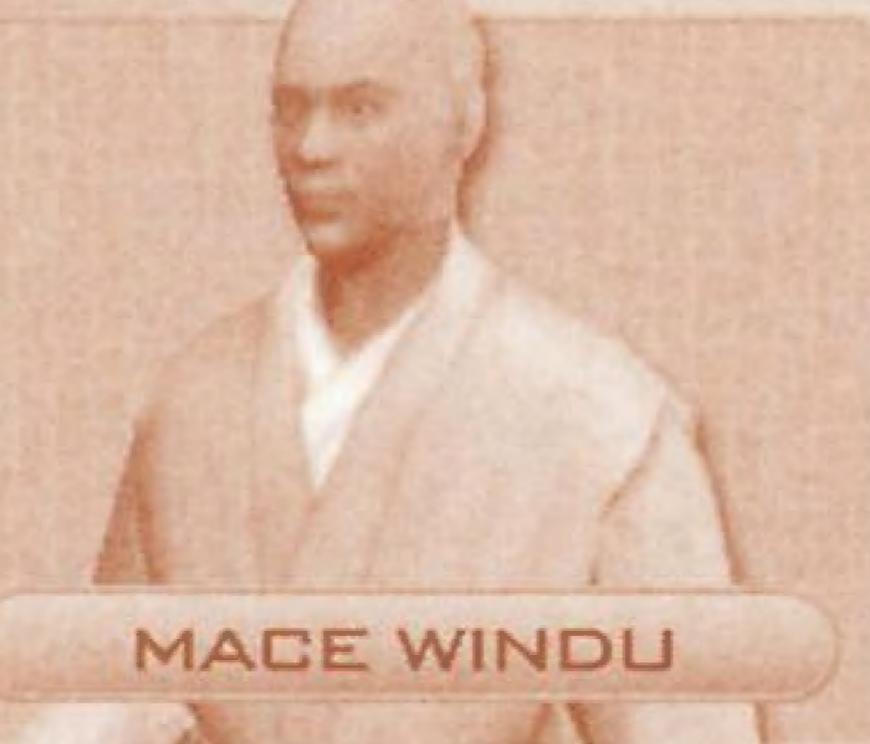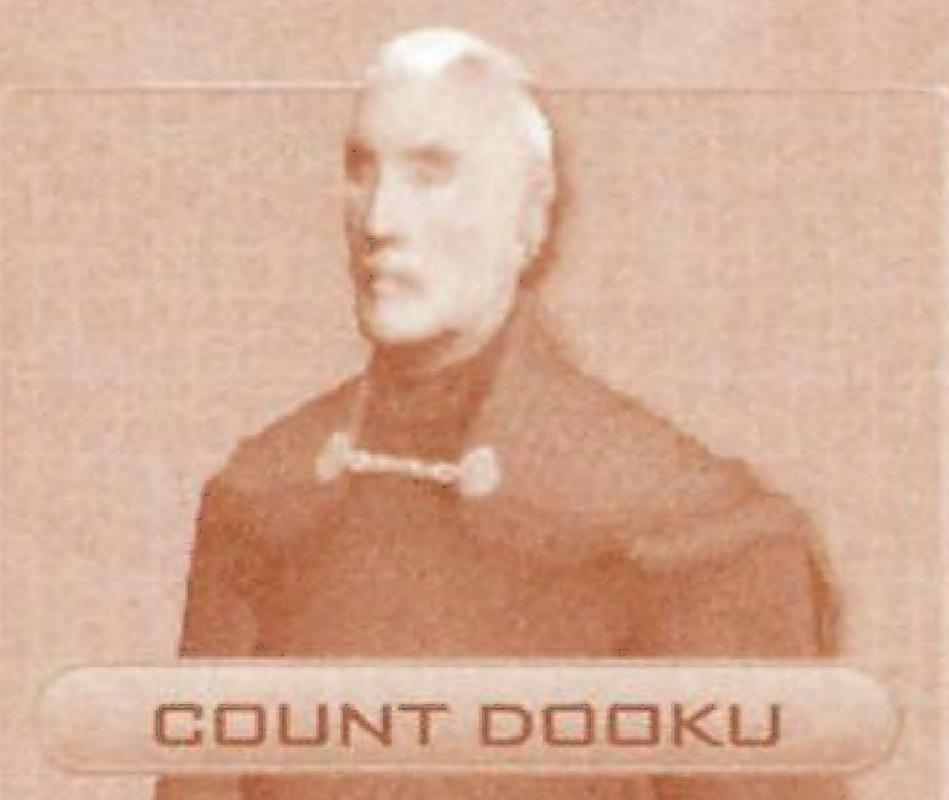
COUNT DOOKU

Former Jedi Master and current leader of the Confederacy of Independent Systems, Count Dooku was one of the most respected members of the Jedi Order before leaving it after the Battle of Naboo. An unmatched swordsman who still practices an elegant and ancient style of lightsaber combat, Dooku was a great loss to the Jedi. His political ideals, as well as his charisma and considerable Force powers, have made him and his group of Separatists a formidable threat to the Republic.

CYDON PRAX

Cydon Prax is one of the most ruthless of Count Dooku's mercenaries and became Dooku's right-hand man after the death of Jango Fett. He pilots a fighter tank modified with special repulsorlifts and thrusters that make the craft extremely maneuverable. Also, the craft's customized weapon systems make it amazingly accurate and deadly for its size.
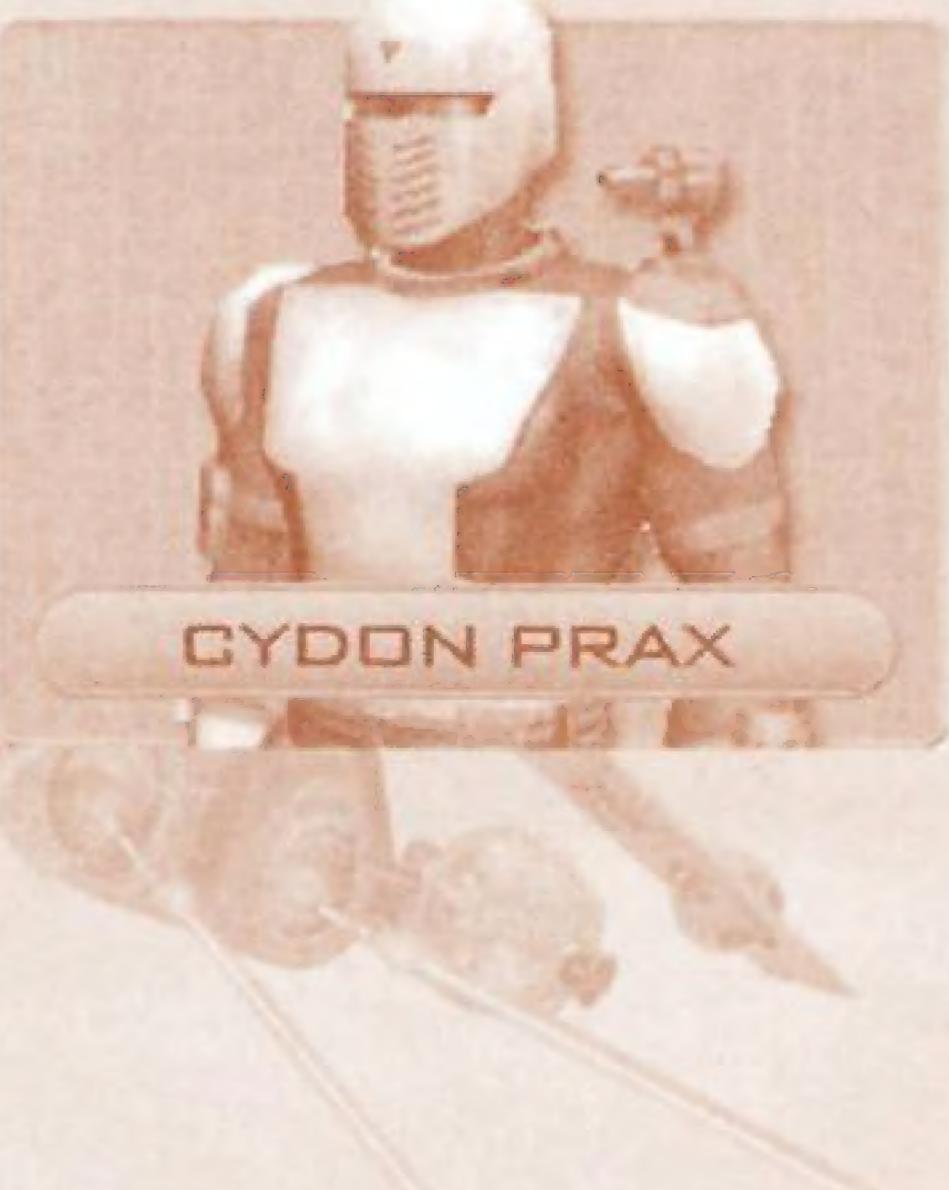
BERA KAZAN

Bera is a notorious smuggler who has run with some of the most heinous criminals in the galaxy. She's also a connoisseur of unusual and rare technological artifacts, amassing quite a collection as her work takes her from one side of the galaxy to the other. Bera's ship, the *Sarpazian Rose*, is covered with scars and scorch marks collected during many close escapes, which speaks to her ability to deliver in a crunch.

LUMINARA UNDULI

Hailing from Mirial, Luminara has dedicated her life to the protection of justice and order. She ascended to the rank of Jedi Master more than ten years prior to the outbreak of the Clone Wars. Her quiet disposition and unique lightsaber combat style fool many strangers into thinking that Luminara is a passive Jedi Master, but those who have fought beside her know that she is a fierce warrior.

ULIC QEL-DROMA

One of the most tragic figures in the history of the Jedi Order, Ulic was a respected Jedi Knight in his day, nearly 4,000 years before the Clone Wars. Ulic took on a daring mission to infiltrate the Sith and "conquer the dark side from within." Unfortunately the allure of the dark side was too great. During this campaign, known as the Sith War, Ulic aided the Sith in constructing the Dark Reaper, a weapon of mass destruction. Ulic was eventually captured by the Jedi and stripped of his connection to the Force.

REPUBLIC UNITS

SPEEDER BIKE

The Aratech 74-Z military speeder bike is a fast, one-man craft that allows troopers to get quickly from one end of a battlefield to the other to deliver reconnaissance information. Used by the Republic in nearly all of their conflicts in the Clone Wars, this multipurpose craft is much faster than a Trade Federation STAP and contains nearly the same amount of firepower.

SPEEDER BIKE

- PRIMARY WEAPON: Underbody-mounted light laser turret.
- SECONDARY WEAPON: None.
- SPECIAL ABILITY: Repulsor boost.

REPUBLIC FIGHTER TANK

REPUBLIC FIGHTER TANK

Considered to be the Jedi starfighter of ground combat, the TX-130 fighter tank is a specially designed repulsor craft that makes use of the heightened abilities of its Jedi pilots. Its repulsorlifts are specially tuned for quick maneuvering, yet the Republic fighter tank still carries a heavy payload of firepower. The Jedi commanders of the Clone Wars find the TX-130 to be the perfect complement to their increased agility and vision.

- PRIMARY WEAPON: Dual medium laser cannons.
- SECONDARY WEAPON: Concussion missiles.
- SPECIAL ABILITY: Repulsor boost.

AT-XT ASSAULT WALKER

These two-legged assault walkers employ faster movement than their six-legged counterparts, but also deliver high firepower and a solid defense. An experimental craft created by Rothana Heavy Engineering and produced at the Kuat Drive Yards facilities, the AT-XT did not go into full mass-production during the Clone Wars, as the engineers were constantly revising its design.

AT-XT ASSAULT WALKER
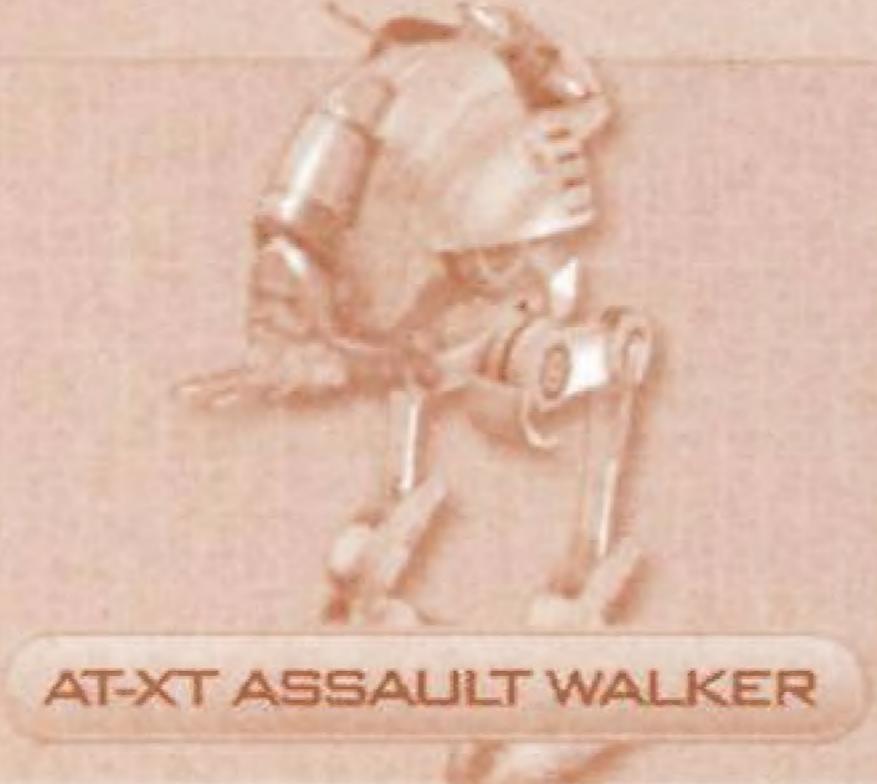
- PRIMARY WEAPON: Heavy laser cannons.
- SECONDARY WEAPON: Proton mortar.
- SPECIAL ABILITY: Plasma shields.

MARU

## MARU

The maru is a creature native to the Kashyyyk system, and has been domesticated by the Wookiees inhabiting the small moon Alaris Prime. The Wookiees raise the maru as beasts of burden, and as a means of transportation. It is a reptilian creature, agile and dexterous, possessing a long tail that it uses to attack enemies. The maru's saddle is equipped with dual bowcasters and a seismic pulse emitter.

- PRIMARY WEAPON: Mounted twin bowcasters.
- SECONDARY WEAPON: Thermal detonator.
- SPECIAL ABILITY: Seismic pulse emitter.

REPUBLIC GUNSHIP

REPUBLIC GUNSHIP

The Rothana Heavy Engineering Low-Altitude Assault Transport/infantry (LAAT/i) repulsorlift gunship is the workhorse of the Republic clone army. Primarily used for troop transport and air support, these versatile aircraft combine ultra-maneuverability with amazing firepower. Piloted by one of the highly trained clone pilots, these craft can perform deft maneuvers in all environments and weather conditions. In the hands of a Jedi pilot, these ships can do the unimaginable.

- PRIMARY WEAPON: Multiple laser cannons.
- SECONDARY WEAPON: Concussion missiles.
- SPECIAL ABILITY: Composite-beam pinpoint laser turrets.

MOBILE ASSAULT CANNON (MAC)

MOBILE ASSAULT CANNON

Probably due to its cumbersome name, the Kuat Drive Yard's Self-Propelled Heavy Artillery-Turbolaser (SPHA-T) has many nicknames, from the MAC to the bug gun, but it has just one use: heavy firepower. These slow-moving cannons fire the heaviest turbolasers in the Republic army and are used to great effect in the invasion of Geonosis.

- PRIMARY WEAPON: Heavy turbolaser.
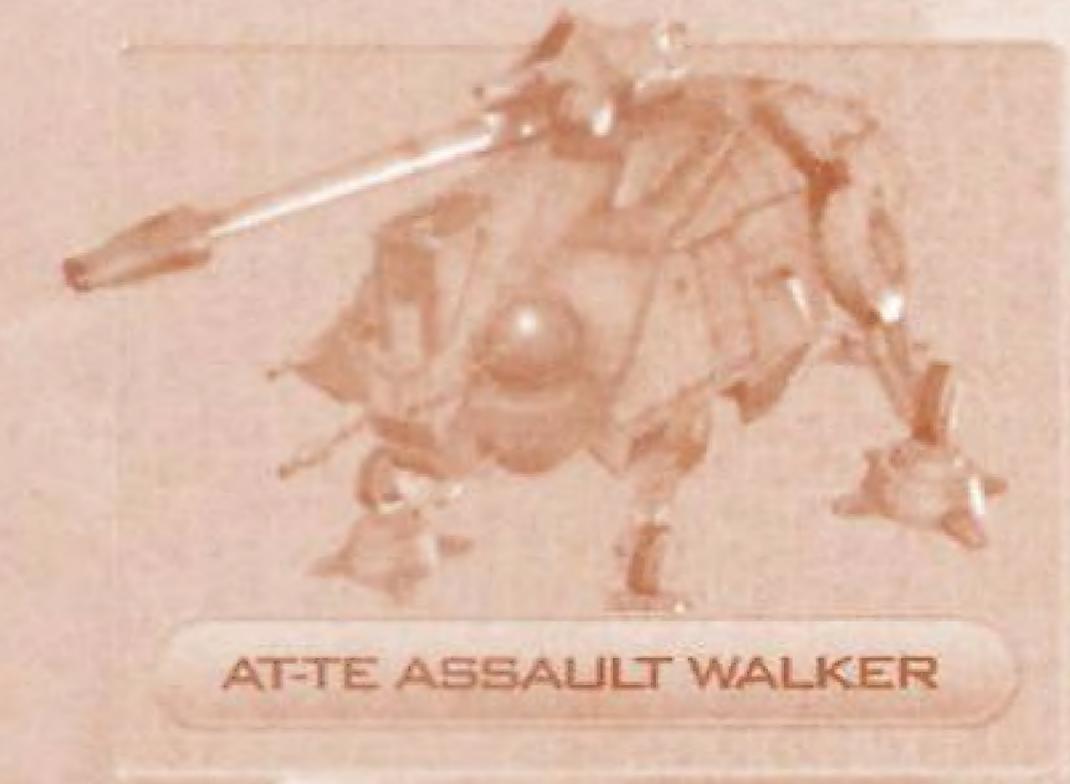
AT-TE ASSAULT WALKER

The All-Terrain Tactical Enforcer (AT-TE) can perform a wide variety of missions, from troop transport to straightforward assault missions. The AT-TE's six legs allow it to traverse almost any terrain, while its firepower is nearly unmatched. A heavy projectile cannon mounted on a turret is the main weapon, but it is also equipped with six anti-personnel lasers that defend the craft from both front and rear attacks.

AT-TE ASSAULT WALKER

- PRIMARY WEAPON: Long-range heavy laser cannon.
- SECONDARY WEAPON: Six laser turrets.

BONUS POINTS

In every mission there are three bonus objectives. A player receives bonus points only if all of the mission-critical objectives are completed. If a player completes one bonus objective, they get one bonus point. Completing any two bonus objectives grants the player two bonus points. Completing all three rewards the player with three bonus points. There are 48 bonus points in total, but you only need 45 points to unlock all the extras.

POWER-UPS

One-Fourth Health Pack: Adds 25 percent to player's Health. Health will not exceed 100 percent.

Full Health Pack: Brings player's Health to 100 percent.

Ammunition: Refills a player's secondary weapon ammunition to full.

Invincibility: Brings player's Health and Shields to 100 percent and creates a shield that gives the player temporary invulnerability to damage.

Super Blasters: Gives player three times the weapon power for a limited time.

Disintegration Field: For a limited time, if the player comes in contact with any enemy while equipped with the Disintegration Field, the enemy will be destroyed instantly.

Cloaking: The player becomes completely invisible to all enemies for a limited time.

MULTIPLAYER MODES

Star Wars: **The Clone Wars** features four multi-player modes. **NOTE:** In Academy mode, extra points can be earned by running over Jedi credits that appear on the map.

MULTIPLAYER SCREEN

DUEL (SPLITSCREEN/XBOX *LIVE*)

Up to eight players can battle it out for supremacy on Xbox *Live.* Players can choose different vehicles after each time they are killed. Victory is achieved by scoring a set number of kills or getting the most kills within a set time limit. A player can choose to restart the match by pressing the START button. **NOTE:** Xbox *Live* contains different maps.

CONTROL ZONE (SPLITSCREEN/XBOX *LIVE*)

In each level there is one "control zone" which is denoted by a ring on the ground. A player takes control of the control zone by being the only living player in the zone. He must be destroyed or leave the zone to lose control. You earn points for staying in control of the zone or by killing other players. **NOTE:** Xbox *Live* contains different maps.

ACADEMY (SPLITSCREEN/XBOX *LIVE*)

There are two different versions of this game, one is played with vehicles, the other with Jedi, but the rules remain the same. Both players are on the same team and cannot harm one another, except during special gladiator rounds. The players begin in the center of an arena and opposing forces come in waves to destroy the players. If a player dies, he/she will not respawn (except in an elimination round where players battle each other for points and all destroyed players respawn before the next wave of enemies). The game finishes when the last player alive has fallen to enemy units. Players score points depending on what they destroy. The last player alive may not necessarily have the highest final score. **NOTE:** Jedi Academy is not available on Xbox *Live.*

CONQUEST (SPLITSCREEN)

Conquest is played between two teams, the Republic and the Separatists. The Republic team pilots TX-130 fighter tanks and the Separatists pilot GATs. Each team has a home base, which it must defend. The objective is to destroy the other team's base. In the center of the playing field are a series of outposts, which are captured by a player moving into the outpost. As long as a player is within an outpost, defensive turrets (up to a maximum of four) will be built around the outpost. Once there are four turrets around an outpost, the outpost will then produce one AI unit. If the AI unit is destroyed, the outpost will produce another one. AI units can be given orders using the directional buttons. If any one turret on an outpost is destroyed, the outpost will not produce an AI unit until all turrets have been rebuilt. Control of an outpost changes sides if all defensive turrets are destroyed and an opposing team member moves into the outpost. The game is won when one team destroys the other's home base.

CONQUEST (XBOX *LIVE*)

Conquest on Xbox *Live* is a two-team game where one team tries to destroy the other team's HQ. In between each team's HQ are a series of neutrally aligned outposts that can be taken over by either team to gain a better tactical position on the field. **NOTE:** To access the Strategic Overview Map, press down on the right thumbstick.

TAKING OVER AN OUTPOST

Every outpost has a zone around it. Once you enter a neutrally controlled outpost, you will gain control of the outpost as soon as you enter its zone. By remaining in the zone, the outpost will begin to produce a series of defense turrets. As soon as a turret is produced, it will become activated and provide that outpost protection against the opposing team. After four defensive turrets have been built, the docking bay lights up and becomes usable. Once all four defensive turrets are destroyed, the outpost will return to its neutrally aligned state, allowing either team to take control of it.

OUTPOST DEFENSE UNITS

After all of an outpost's defensive turrets have been built, the outpost will produce units to be used by the team to defend their HQ, to attack opposing factories and headquarters, or to hold key strategic field positions. The Separatist units will be the AAT, while the Republic units will be the AT-XT. If any of the outpost's defensive turrets are destroyed, the outpost will no longer produce units. Players can enter the outpost's zone to rebuild the turrets — the more players in the zone, the faster the turrets will be rebuilt. When all four turrets are completed, the outpost will begin producing more units.

AI COMMANDS

Simple AI commands can be issued to defensive units by using the directional pad (just like in the single-player game) after you enter an outpost's

zone. All future vehicles created by that outpost will follow that command until a new order is given. Additionally, after docking into an HQ, you can select any outpost on the map and issue them a command using the directional pad. The four commands are:

Attack Enemy HQ: Orders the vehicle(s) to attack the enemy headquarters.
Defend HQ: Orders the vehicle(s) to defend their own headquarters.
Defend Outpost: Orders the vehicle(s) to defend the outpost they were spawned from (or will be spawned from if giving an outpost order).
Break & Attack: Orders the vehicle(s) to seek out and destroy the closest enemy.

HQ'S DEFLECTOR SHIELD AND ITS SHIELD GENERATOR

Each HQ will have a shield generator nearby that produces a deflector shield around the entire HQ. The HQ deflector shield is impenetrable by all normal weapons. The shield's generator must first be destroyed to make the HQ vulnerable. If a team's shield generator is destroyed, players of that team may attempt to rebuild it by entering the generator's zone (these zones are just like the ones around the outposts). When a player or players are in the zone, the shield generator will begin repairing. When the generator is fully repaired, the HQ deflector shield will come back online. Remember, the more team players that are in the shield generator repair zone, the quicker it will repair itself. The shield generator must be completely repaired before the HQ deflector shield comes back online. **NOTE:** The Disruptor Cannon, which can be mounted atop an outpost, is the one weapon in the game that can penetrate an HQ deflector shield without having to destroy the shield generator first.

DOCKING

You can dock into an outpost or your HQ to gain access to abilities linked to that structure. To dock into either structure, position your vehicle over the round docking pad and press down on the left thumbstick or Black button. While you're docked, you can freely use the abilities of that structure, but you will be vulnerable to attack. The effects of docking to each structure are described below.

Outpost: To dock into an outpost for the first time it must have four turrets. After docking, you will be able to choose a special weapon. That weapon will always be in place until the docking bay is forced to retract, which is caused by enemy damage to the outpost. Once the weapon is chosen, it cannot be changed (unless the outpost is destroyed, rebuilt, and the weapon is re-chosen).

While you're docked and using the outpost's special weapon, you will be inside the outpost zone. If the defensive turrets are destroyed, you will still be in position to rebuild or generate new ones. If you lose your defensive turrets while docked, you will still be in control of the outpost's special weapon. However, as soon as you undock from the outpost, if all four turrets are not active, the docking bay will close up and you will not be allowed to re-dock to the outpost until the factory regains full defensive production.

HQ: Each team has an overhead floating sentinel droid that can convey key information to the team. While docked in an HQ, you can access this droid's surveillance camera and get a top-down view of the entire battlefield,

referred to as the Sentinel Link mode, at an elevation of approximately 100 meters above the terrain. You cannot zoom or angle the camera as it remains straight down at all times. You can, however, move the camera around on a horizontal plane to view any part of the map.

While in Sentinel Link mode, press the A button to toggle and target a specific outpost, and then press the directional pad to select the desired AI command. The advantage is that while in Sentinel Link mode, you can quickly find, select and issue orders to all controlled outposts remotely instead of moving to each individual outpost. Furthermore, you can issue global commands to all friendly AI drones.

SPECIAL COMBAT TIPS

- Use the zoom function to take out enemies in the distance before they get too close.

- When your primary objective is to destroy something, use your teammates' supporting fire (by pressing ↑ on the directional pad) to take out the objective quickly.

- While piloting the gunship, holding down the left trigger will allow you to turn faster.

- Master circle strafing in your Republic hover tank (hold down the left trigger or right trigger, and then press the left thumbstick the opposite direction) to keep your tank continually moving while attacking.

- Mix missiles and secondary laser fire while in the gunship to maximize the effectiveness of your firepower without running out of missiles.

- A speeder bike is hard to turn when using its turbo boost — be sure to save turbo for straightaways.

- Save the AT-XT walker's shield special ability for when you face multiple powerful enemies. Do not waste it on smaller enemies because it takes a long time to recharge.

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